

# Programming question for Full Stack Engineer

Create a catch game web application.

**Background:**

You are required to develop a catch game and display the top players score on the leaderboard web application. You are also required to set up a mechanism to store the user data and score.

The requirement of each application is displayed in the following:

1. *Catch game web application*
  - a. The game displays the start menu. There will be 2 options: Start Game and Leaderboard
  - b. The game only lasts for 60 seconds.
  - c. The user is able to move the catcher left or right to catch the items
  - d. The items drop from top to bottom
  - e. Catching the image (p1-p4) in the assets pack add 50 points
  - f. Catching the image (e1-e2) in the assets pack minus 100 points
  - g. Once the game is finished, the user can input the name and see the ranking
2. *Leaderboard web application*
  - a. The application will display the top 100 players in real time.
  - b. Each rank shows the player's score and name.

**What we are looking for:**

- The completed frontend and backend application source code
- List out the APIs with the detailed description
- The application setup guide and documentation
- The application is able to support multiple screen sizes.